MULTI-LEVEL QUICK CLICK ICON HIERARCHY
AND/OR ACTIVATION

ABSTRACT OF THE INVENTION

5   A method and system for helping a user perform tasks in software. Graphic elements (e.g., icons) are rendered and displayed regardless of which task is being performed. An element can be either active or inactive; user selection of an element with the element active initiates an action in response to the selection while user selection of the element with the element inactive will

10   not initiate the action. The elements are selectively activated and deactivated to guide the user through the tasks according to the order in which the tasks are logically performed. The elements are also selectively activated and deactivated to suggest a hierarchy to the tasks within the logical order of the tasks. Accordingly, the user is guided through the tasks without the need for a

15   help utility such as a wizard.